

FIG. 1

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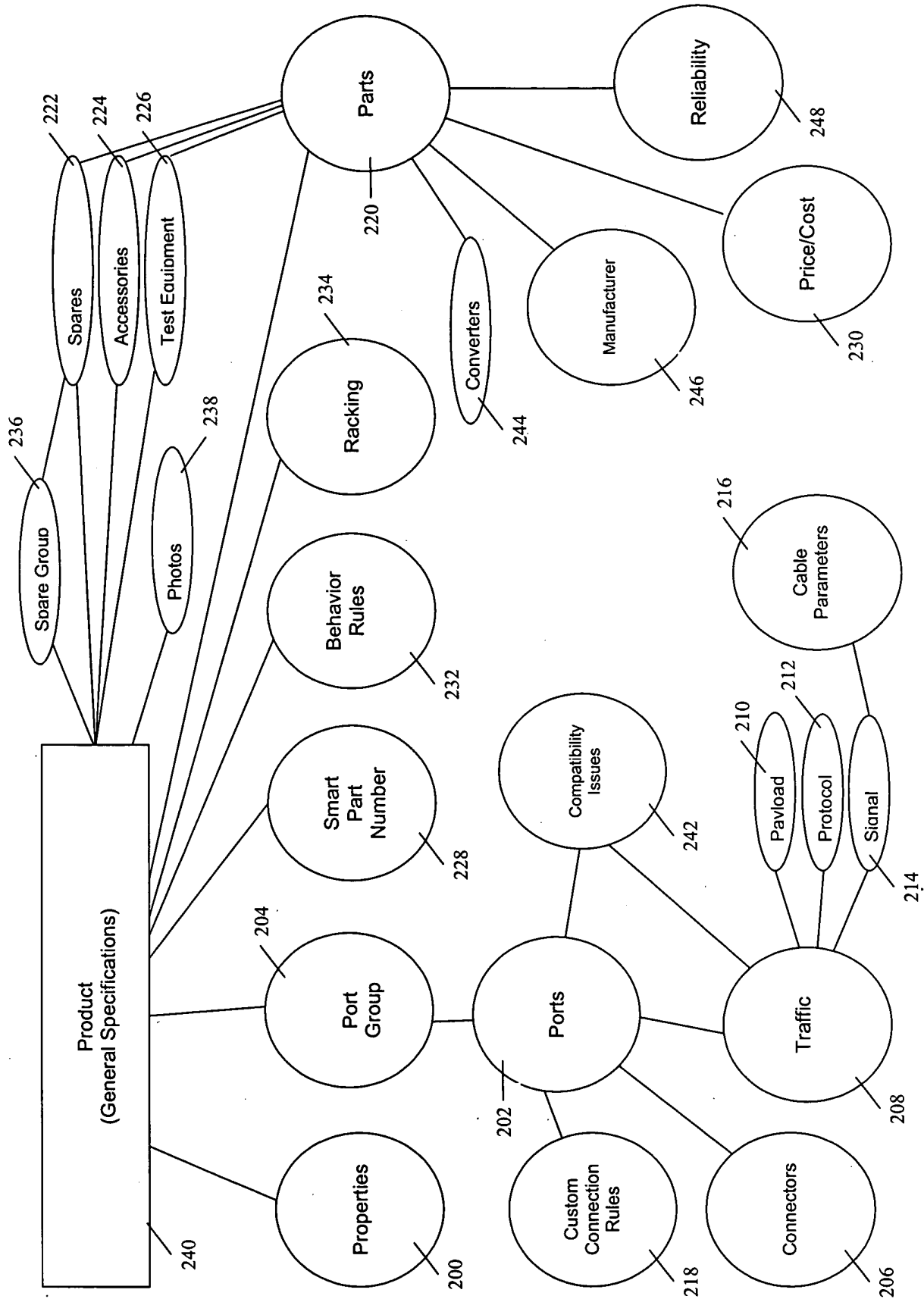


FIG. 2

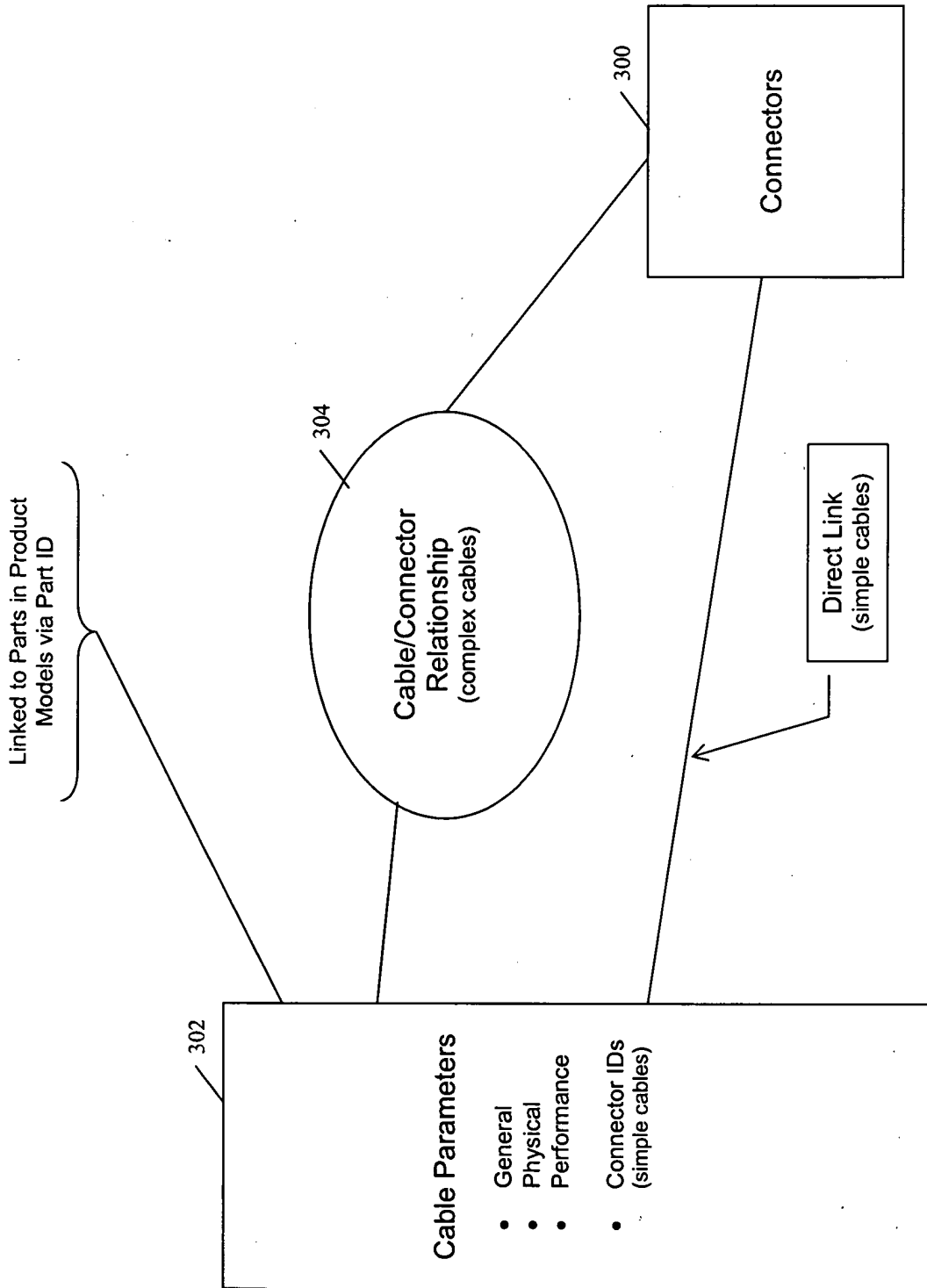


FIG. 3

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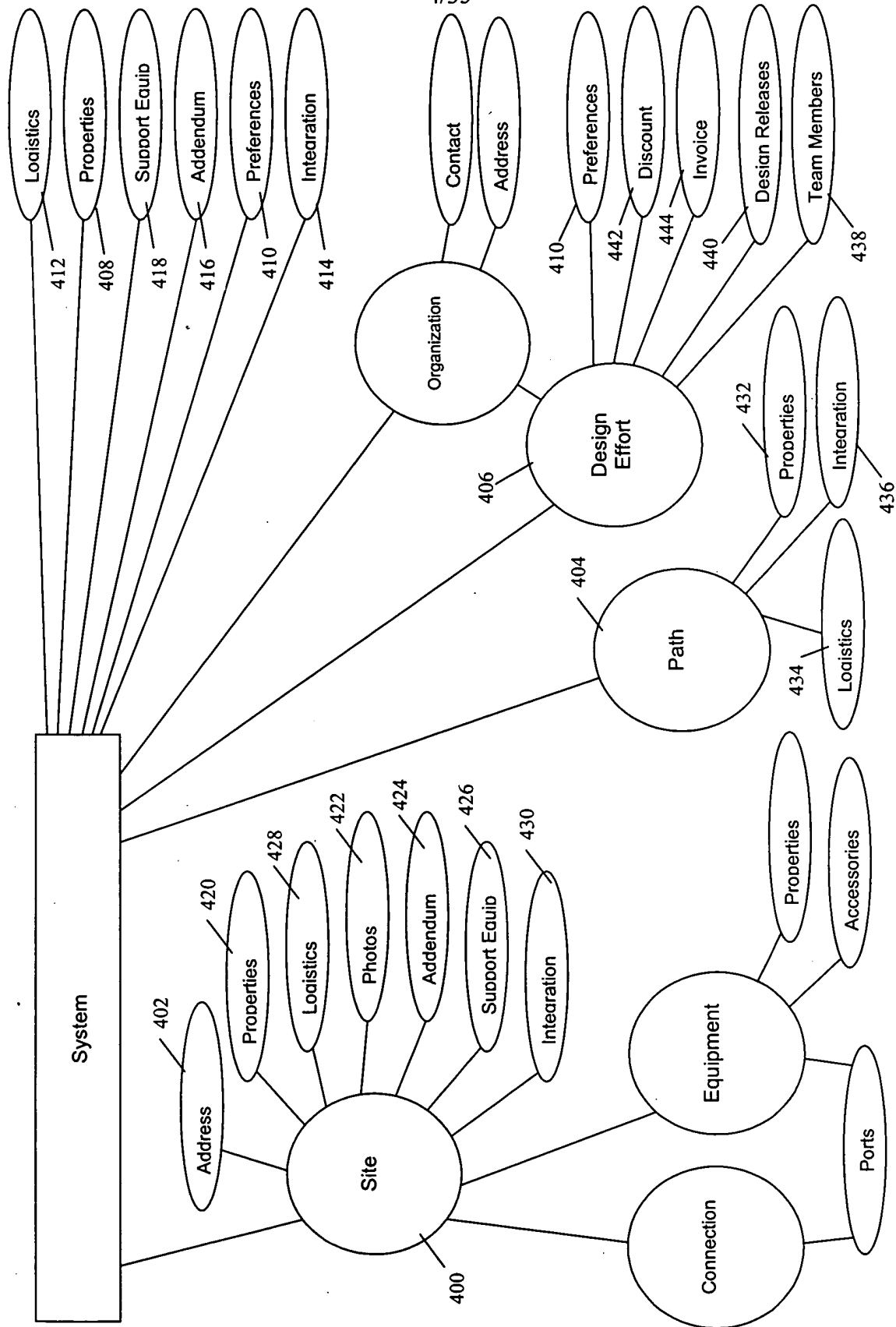


FIG. 4

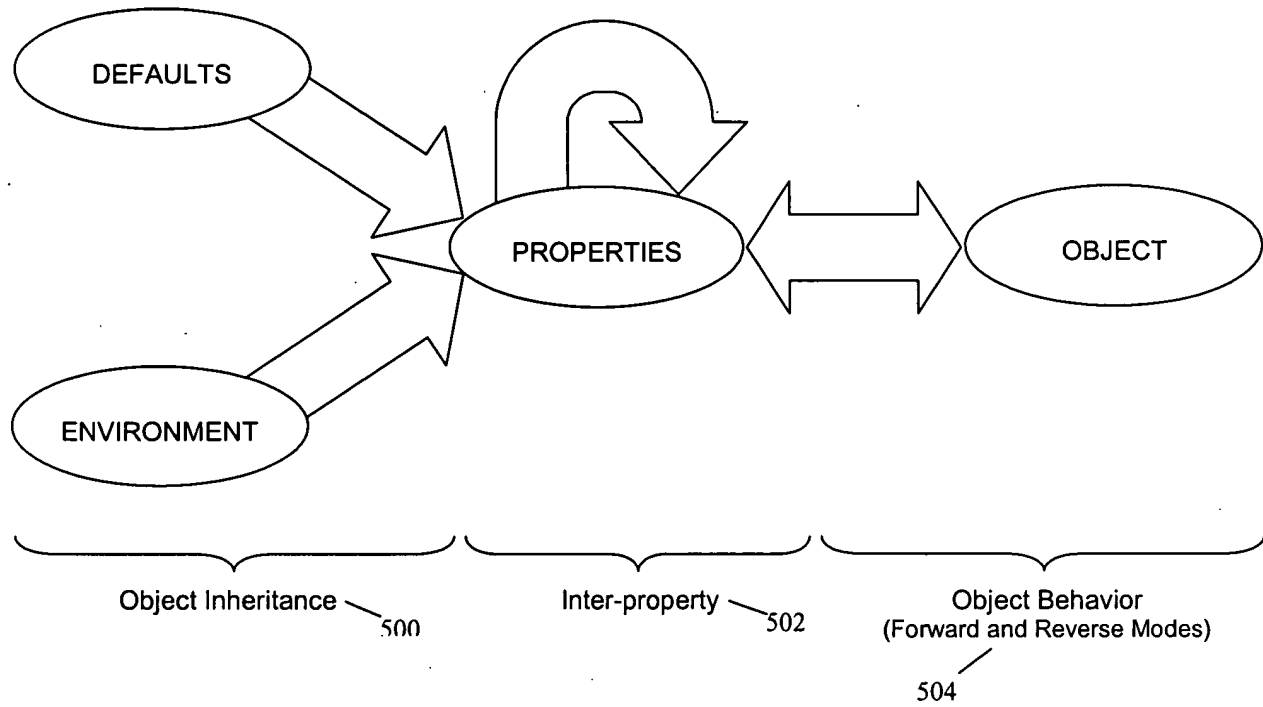


FIG. 5

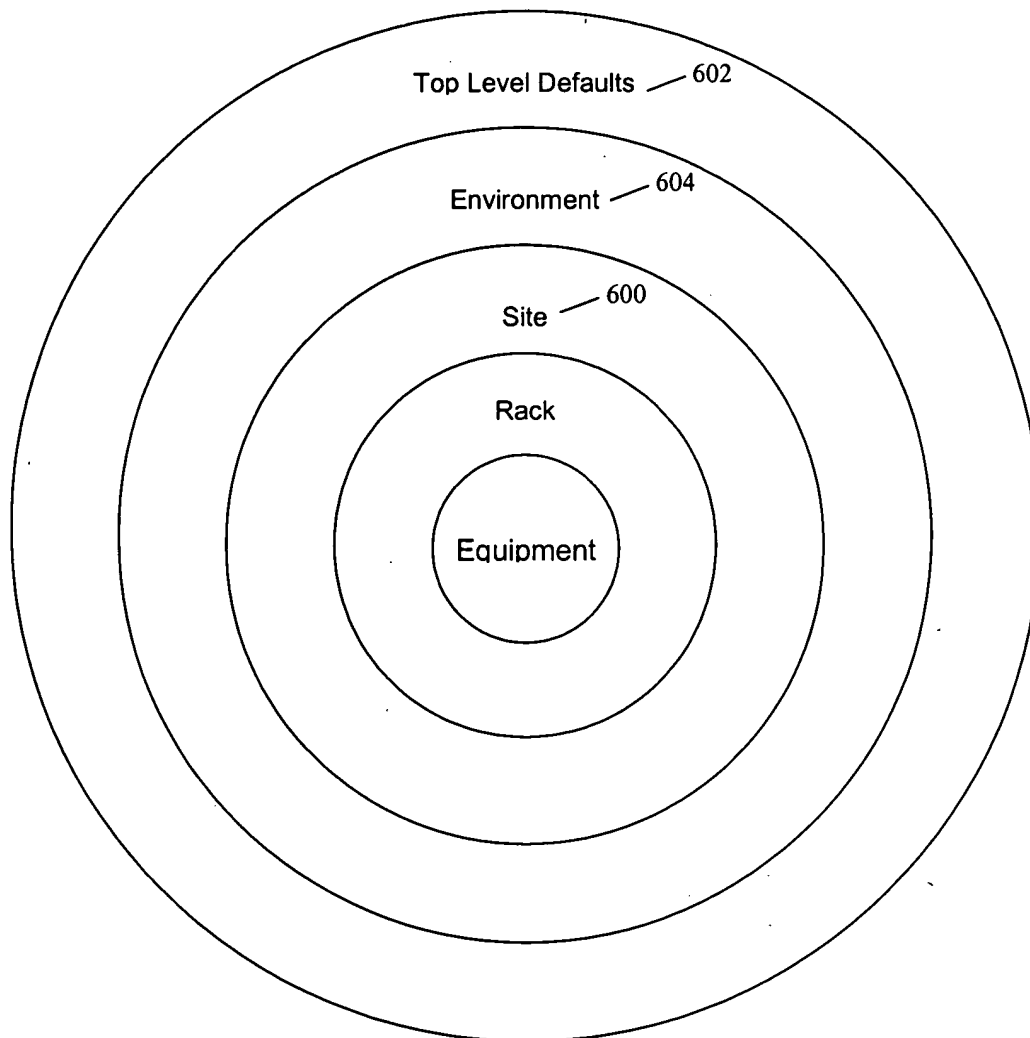


FIG. 6

Notes:

- **Top Level Defaults -**
These defaults are user settings that specify how the system will function and initial or default configuration settings.
- **Environment -**
The environment, in which an equipment object lives, encompasses all information available within a system and includes data made available through the integration of 3rd party applications.
- **Container -**
Containers are objects that host other objects. For example, the site object hosts the rack and the rack host the equipment (when the equipment is racked, otherwise the site hosts the equipment).

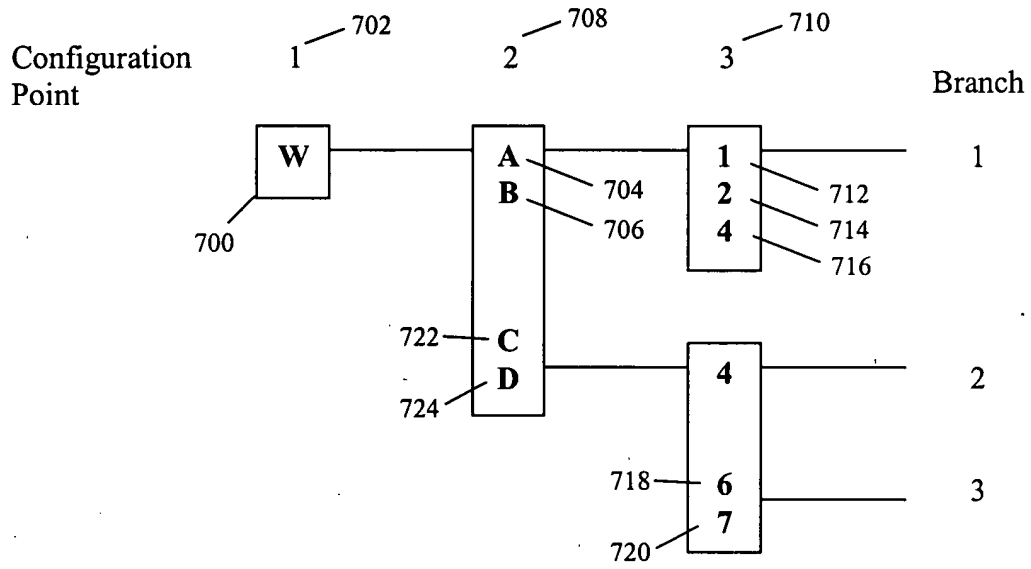


FIG. 7

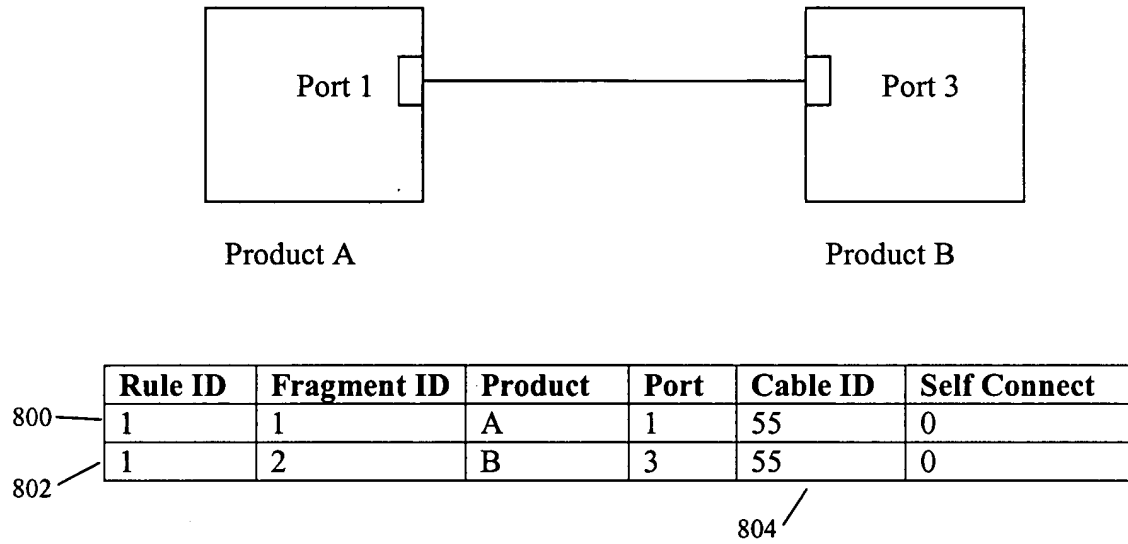
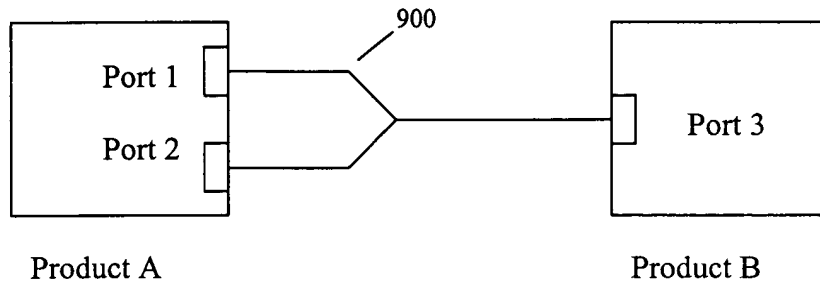
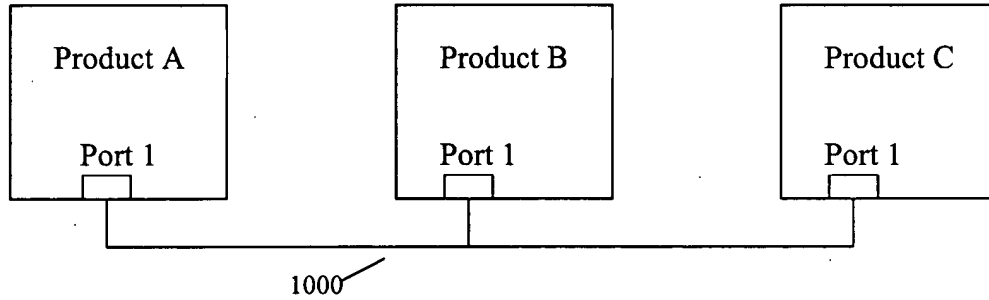


FIG. 8



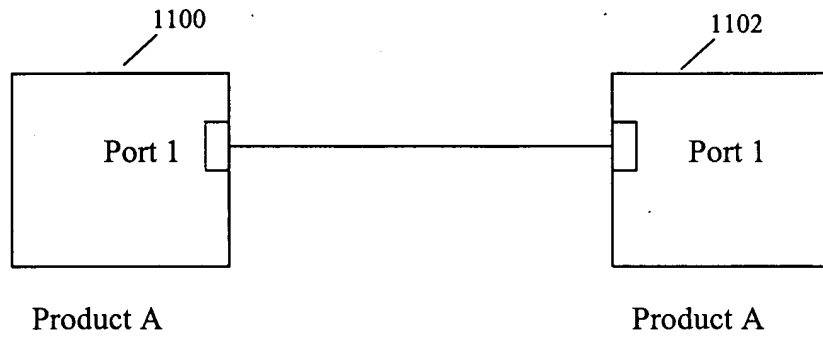
Rule ID	Fragment ID	Product	Port	Cable ID	Self Connect
2	1	A	1	60	1
2	2	A	2	60	1
2	3	B	3	60	0

FIG. 9



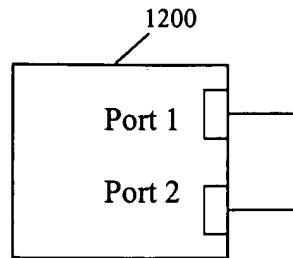
Rule ID	Fragment ID	Product	Port	Cable ID	Self Connect
3	1	A	1	75	0
3	2	B	1	75	0
3	3	C	1	75	0

FIG. 10



Rule ID	Fragment ID	Product	Port	Cable ID	Self Connect
4	1	A	1	90	0
4	2	A	1	90	0

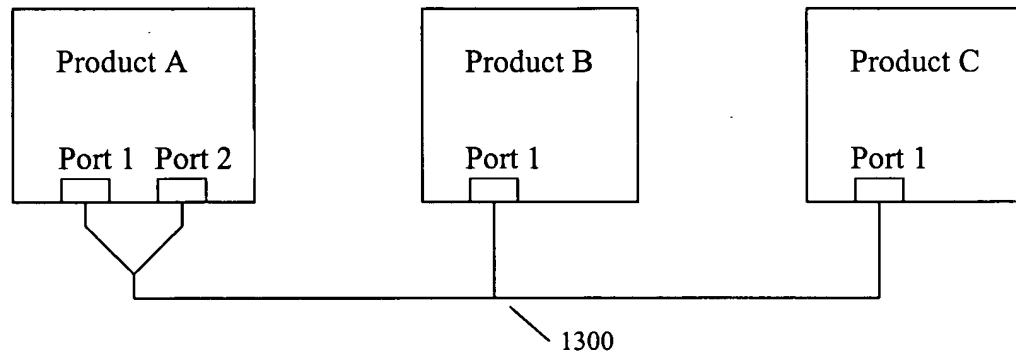
FIG. 11



Product A

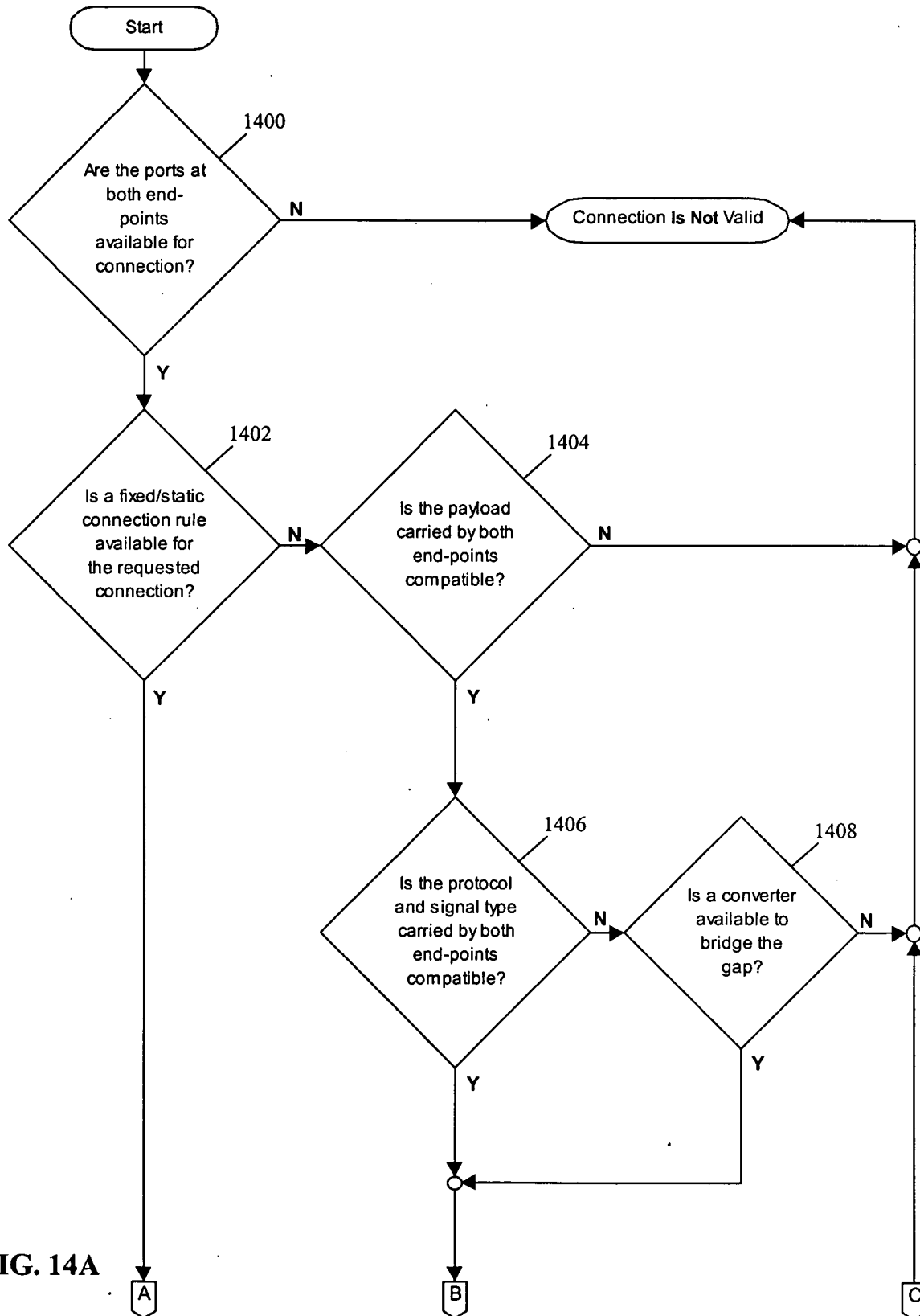
Rule ID	Fragment ID	Product	Port	Cable ID	Self Connect
5	1	A	1	95	1
5	2	A	2	95	1

FIG. 12



Rule ID	Fragment ID	Product	Port	Cable ID	Self Connect
6	1	A	1	80	1
6	2	A	2	80	1
6	3	B	1	80	0
6	4	C	1	80	0

FIG. 13



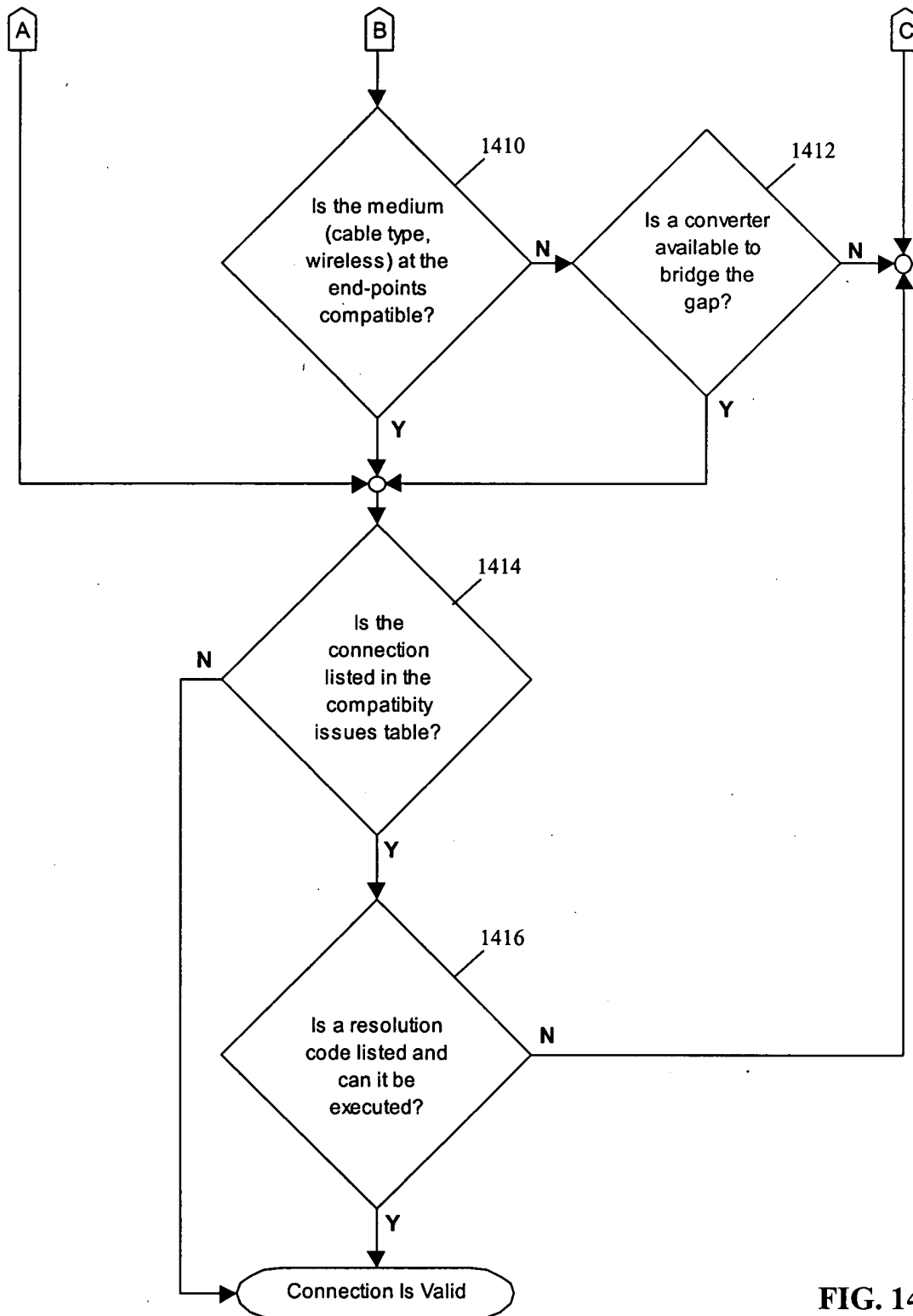


FIG. 14B

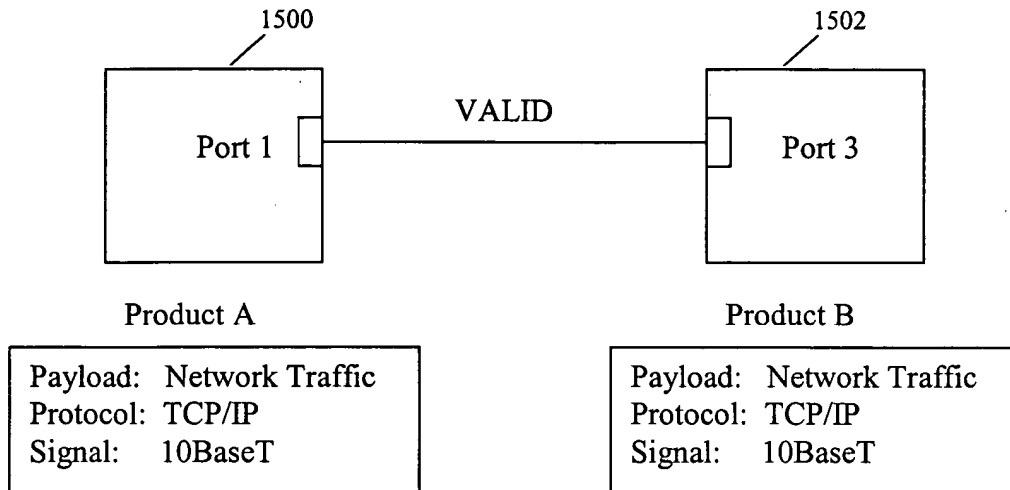


FIG. 15

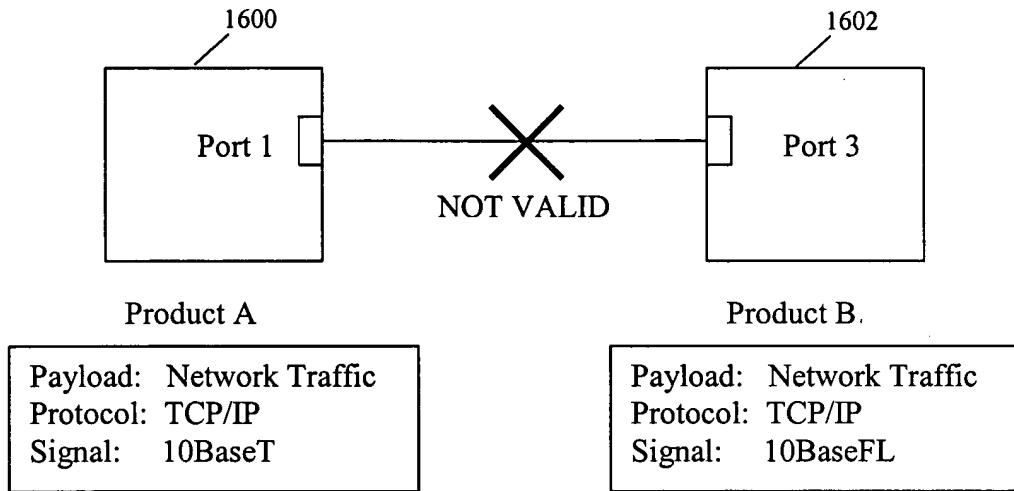


FIG. 16

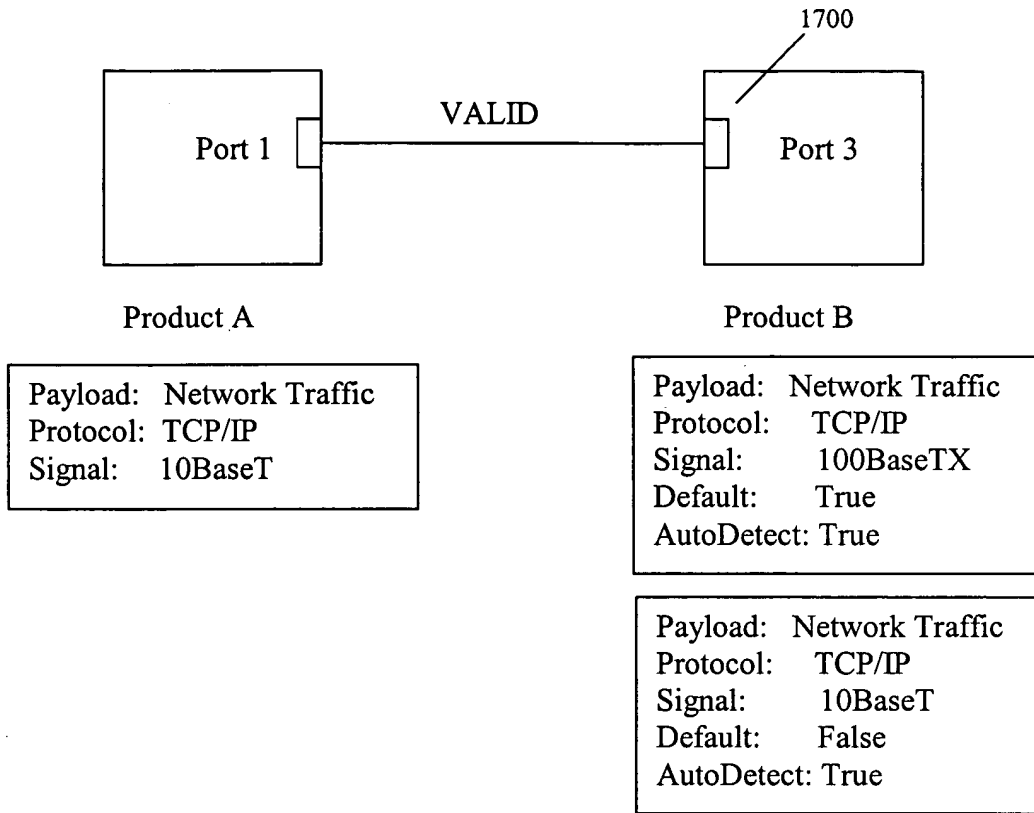


FIG. 17

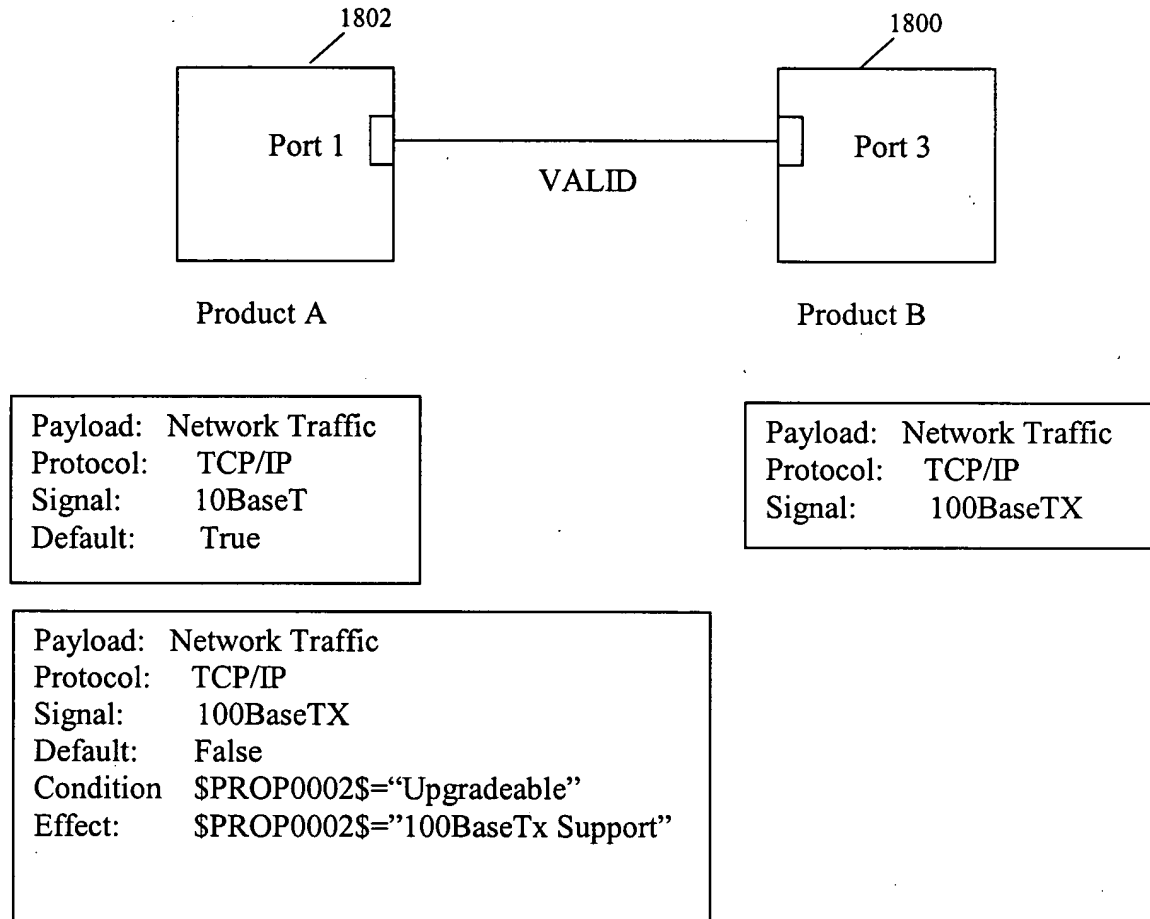
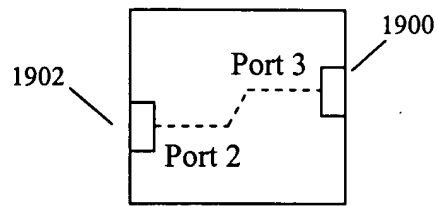


FIG. 18



Passive Product

FIG. 19A

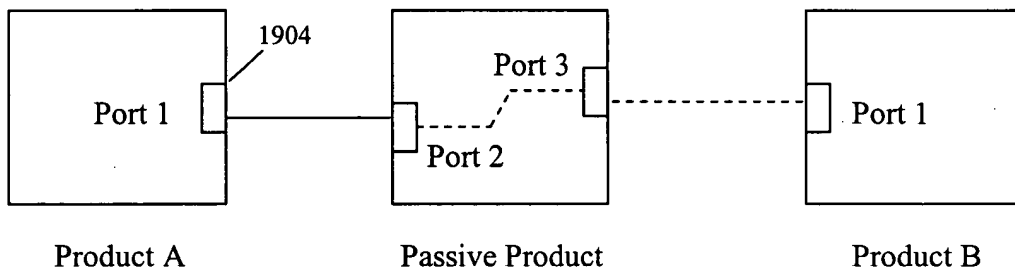


FIG. 19B

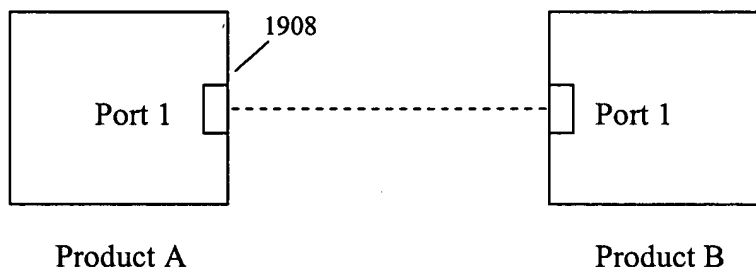


FIG. 19C

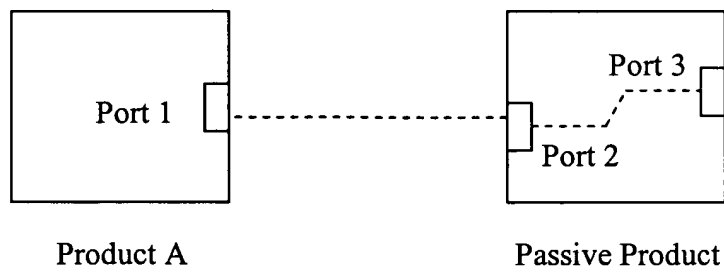


FIG. 19D

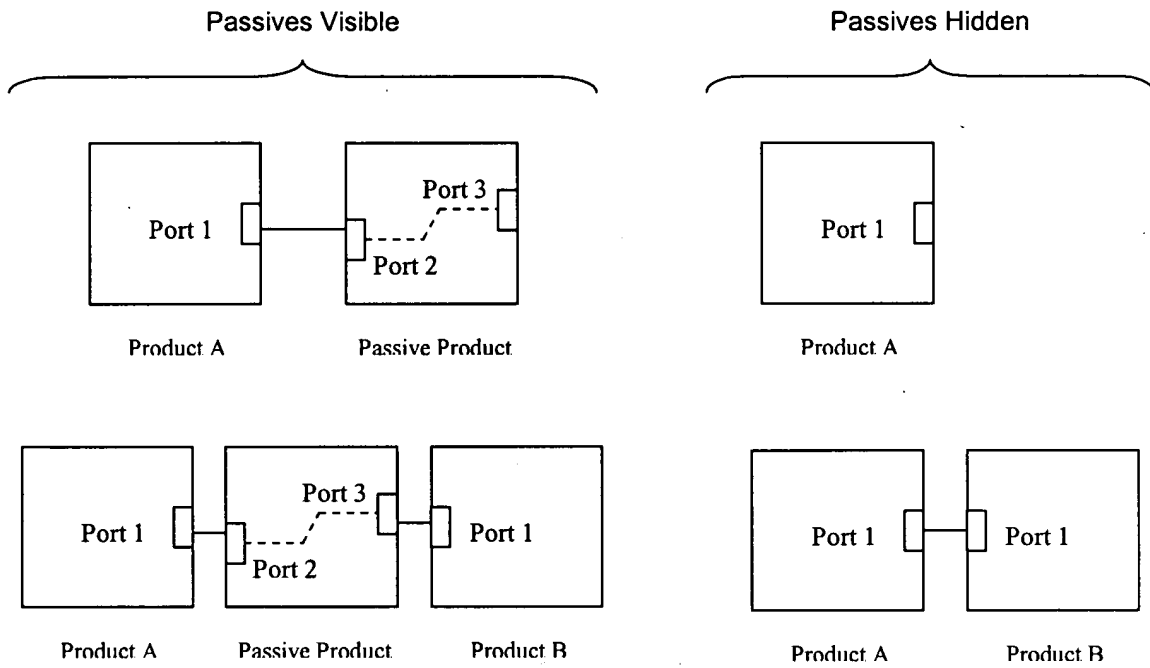


FIG. 20

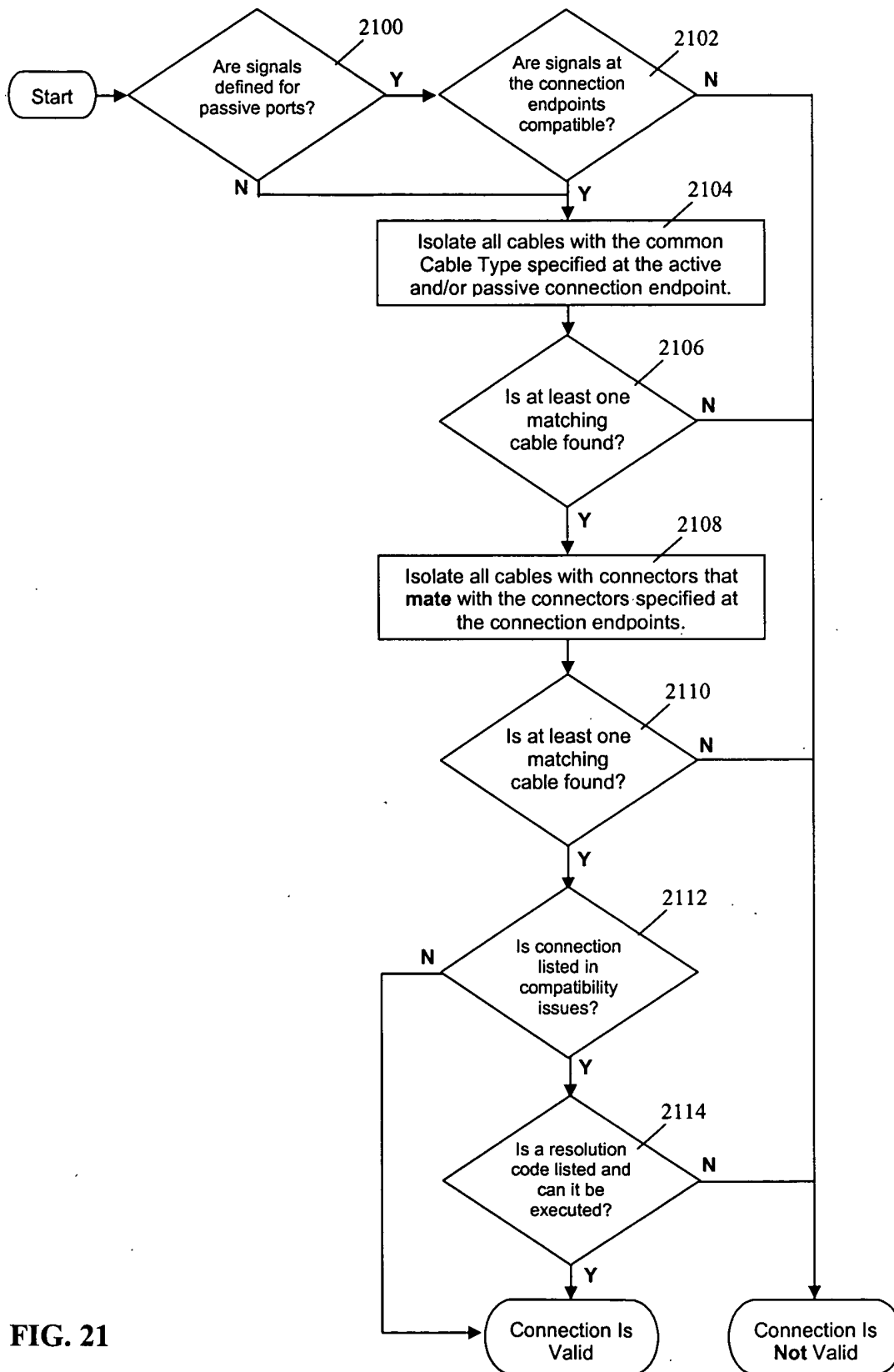


FIG. 21

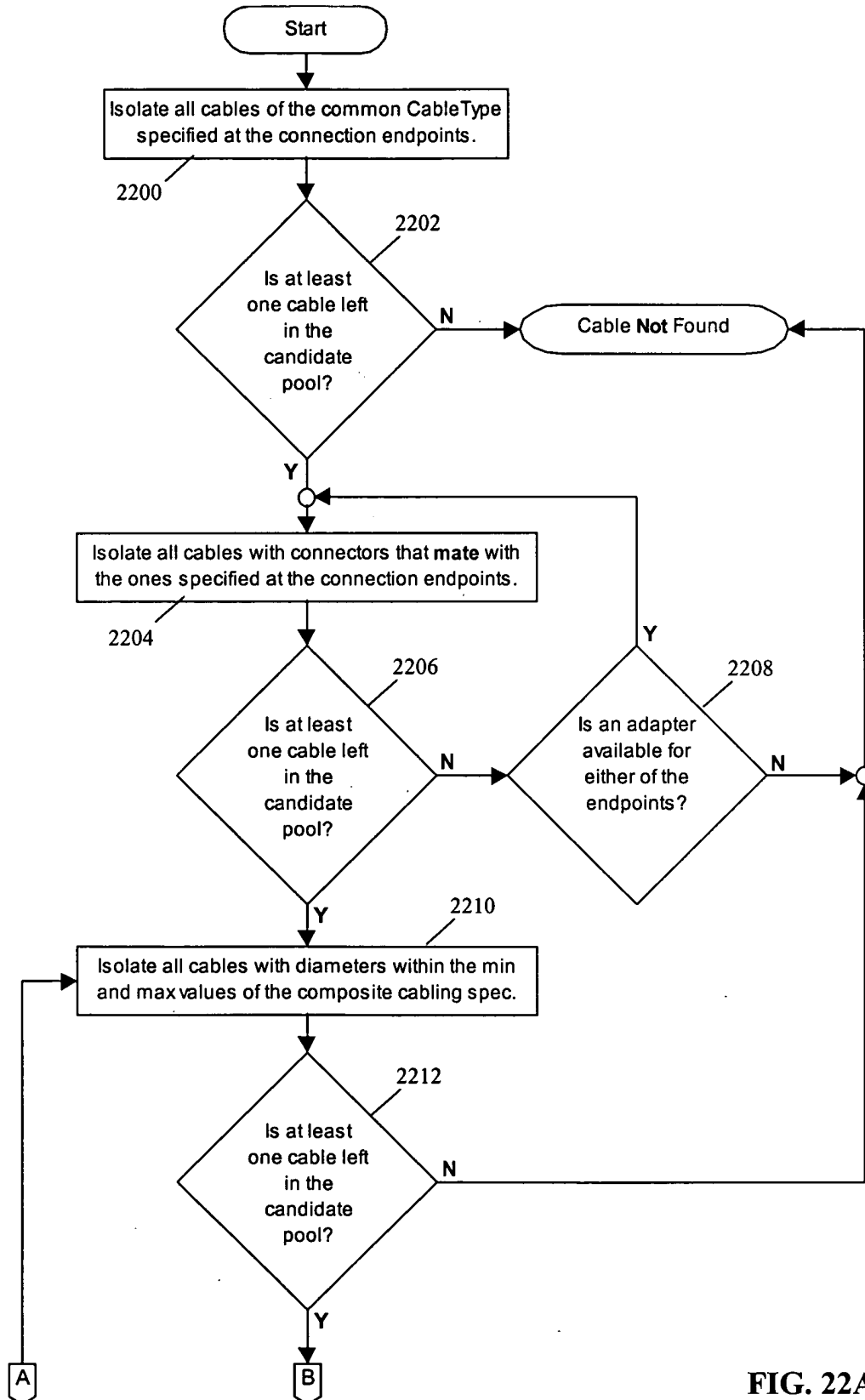
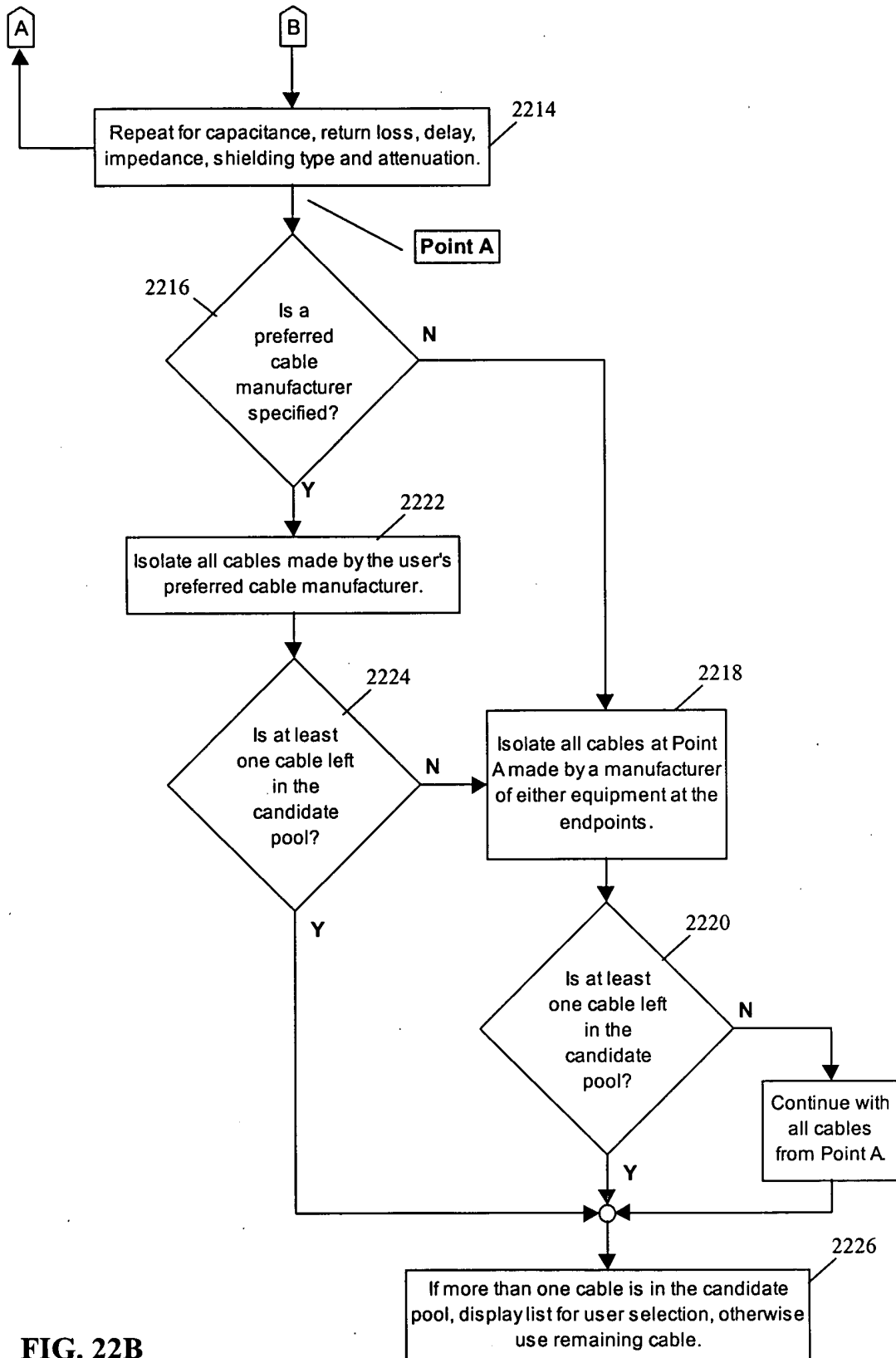


FIG. 22A



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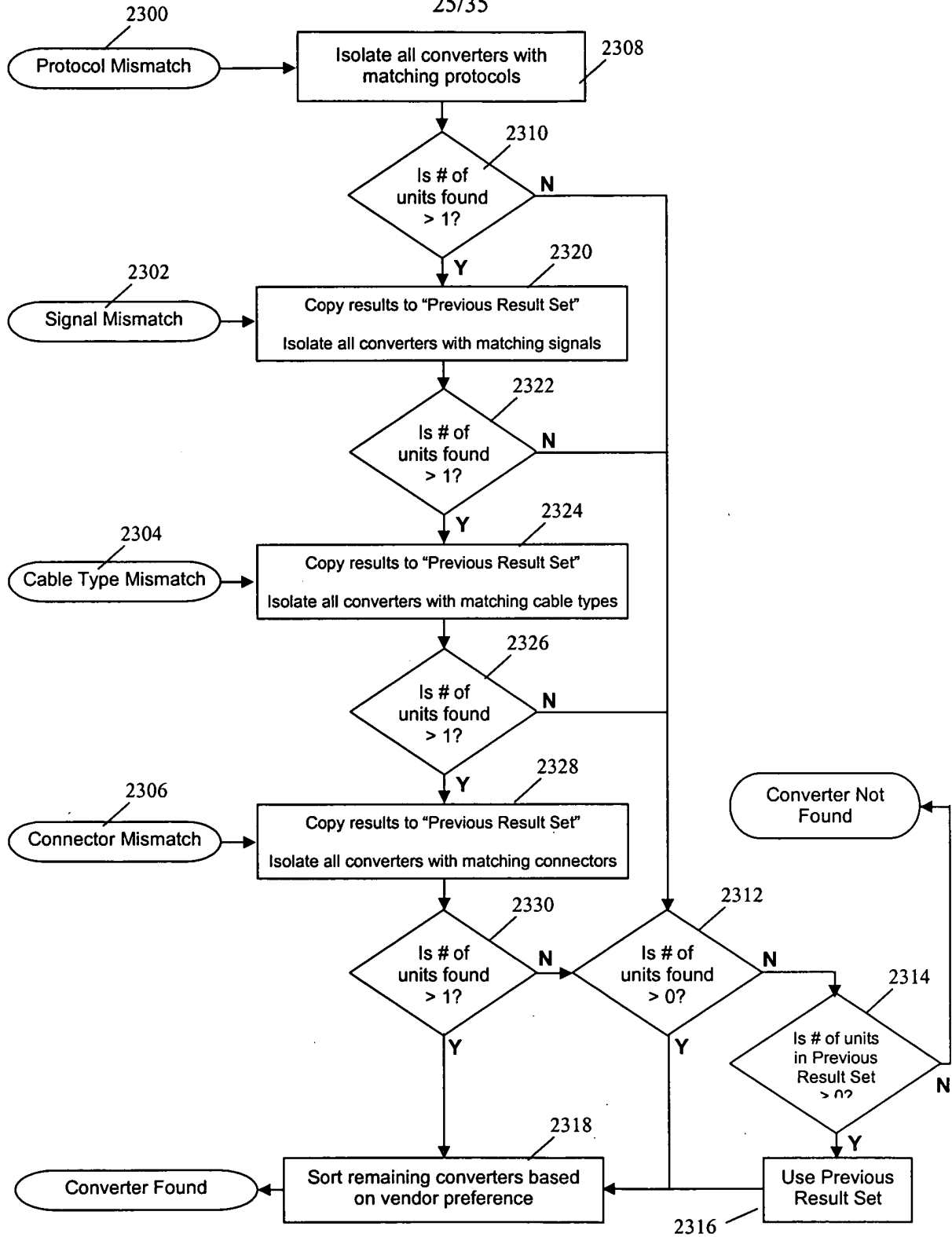


FIG. 23

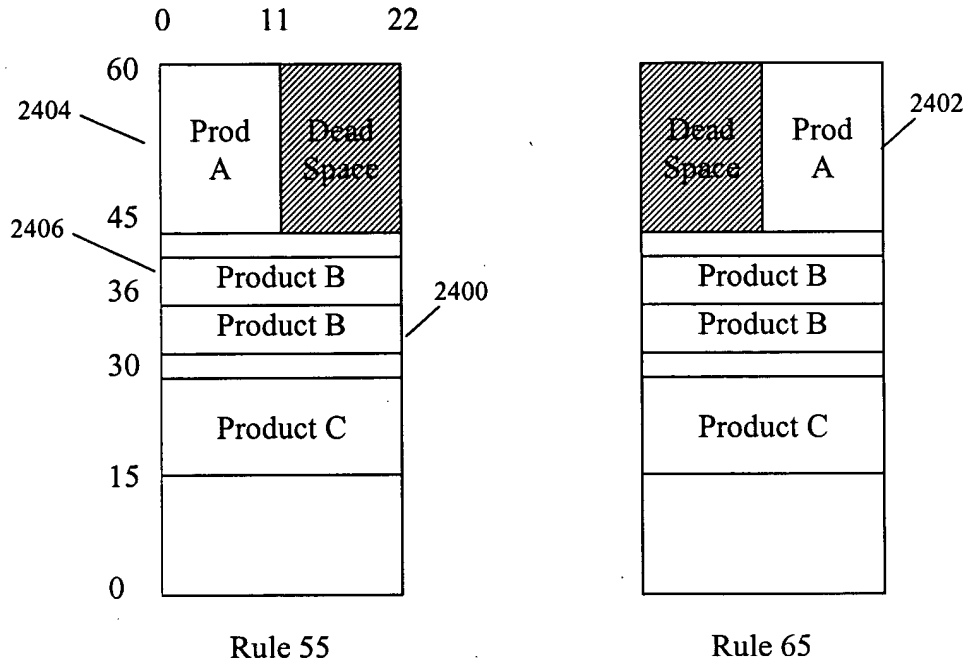


FIG. 24

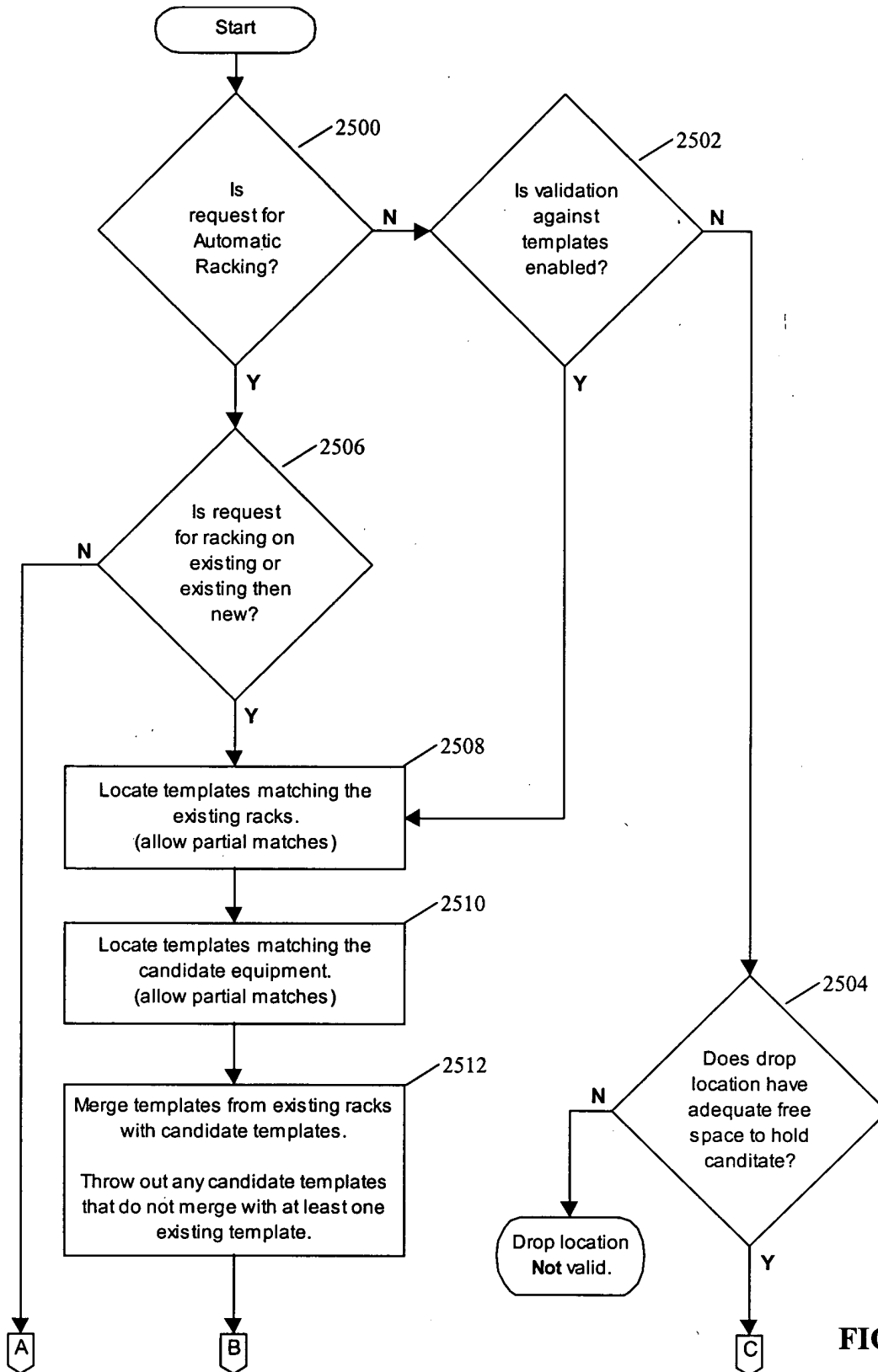


FIG. 25A



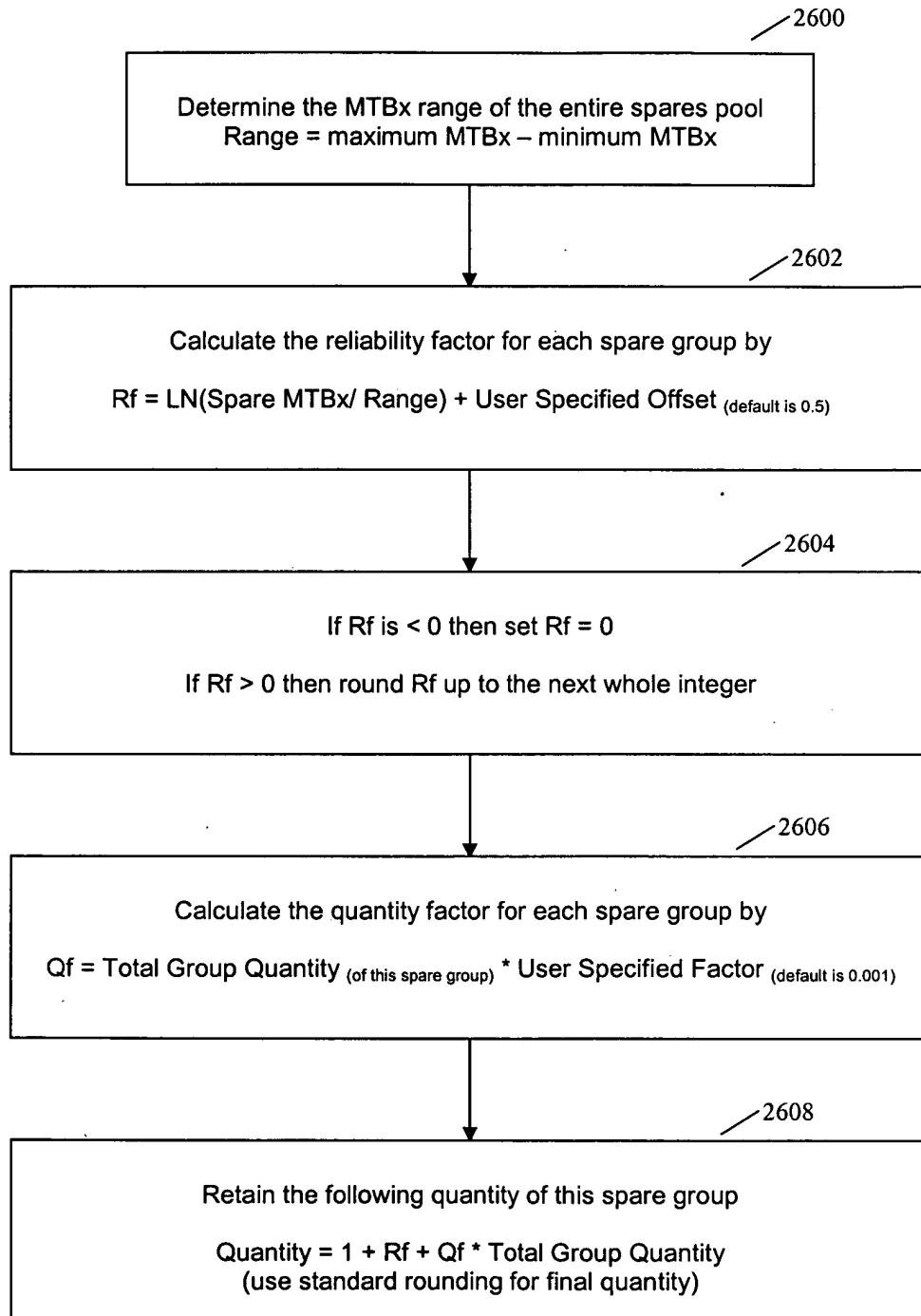


FIG. 26

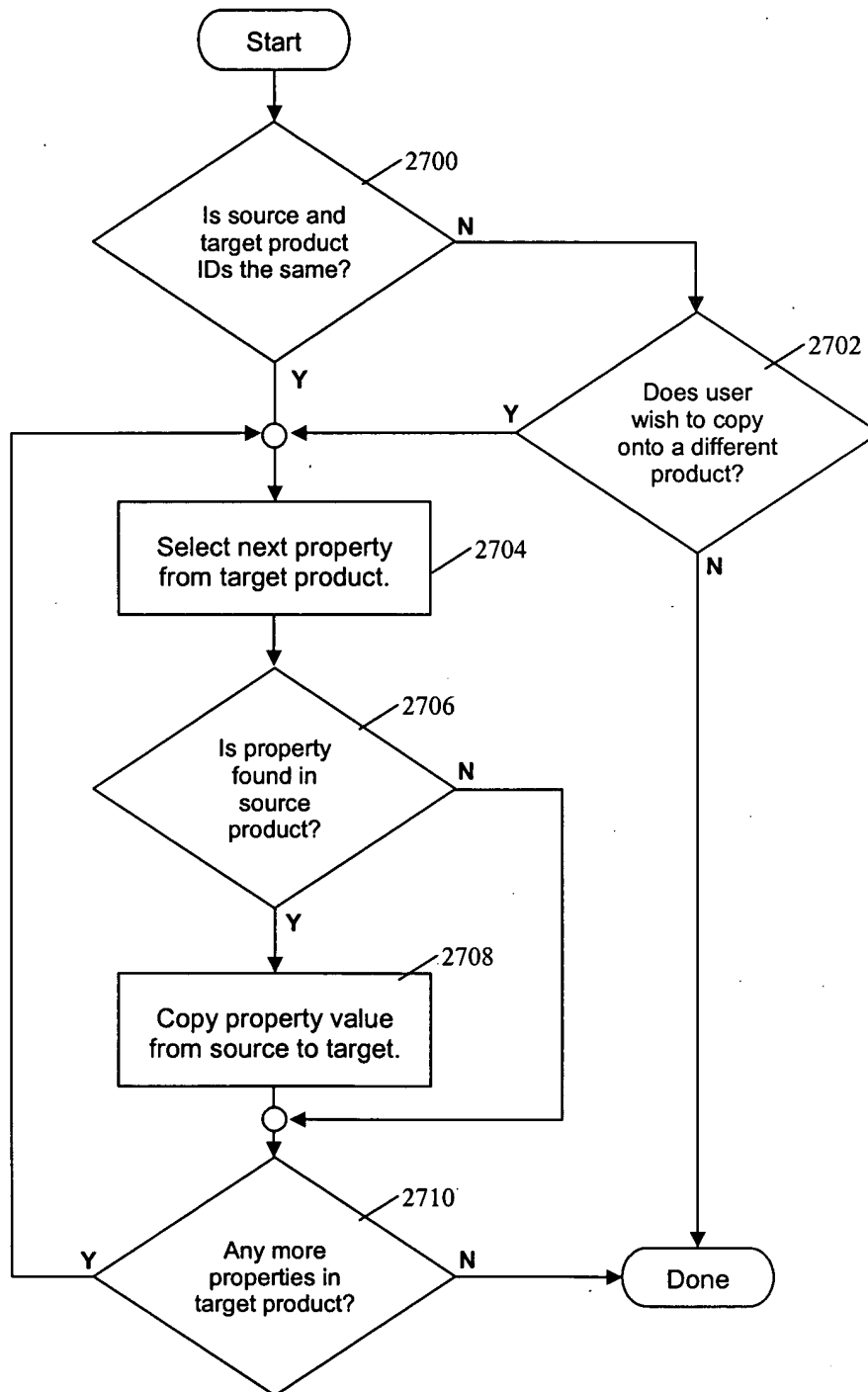


FIG. 27

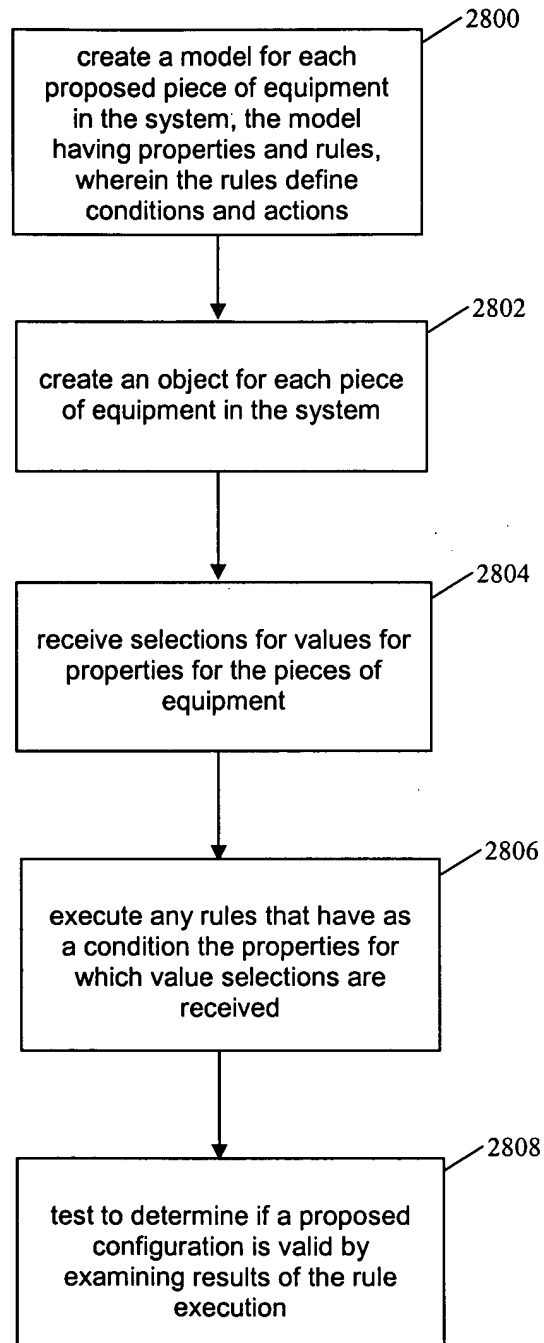


FIG. 28

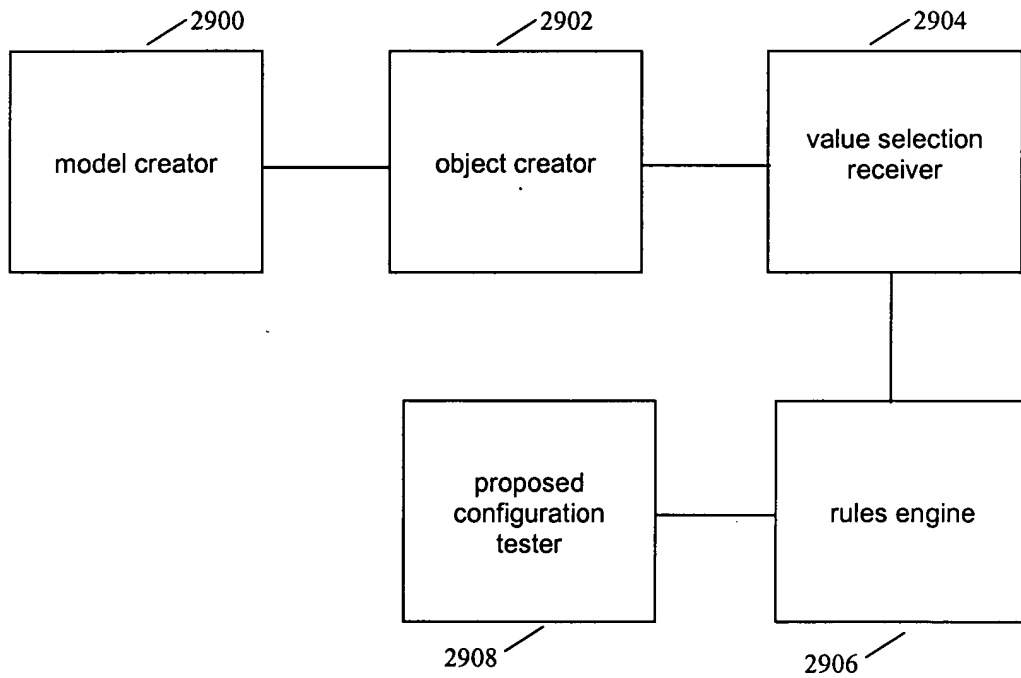


FIG. 29

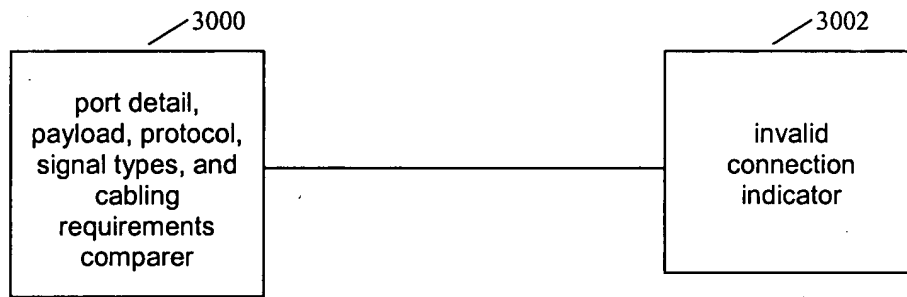


FIG. 30

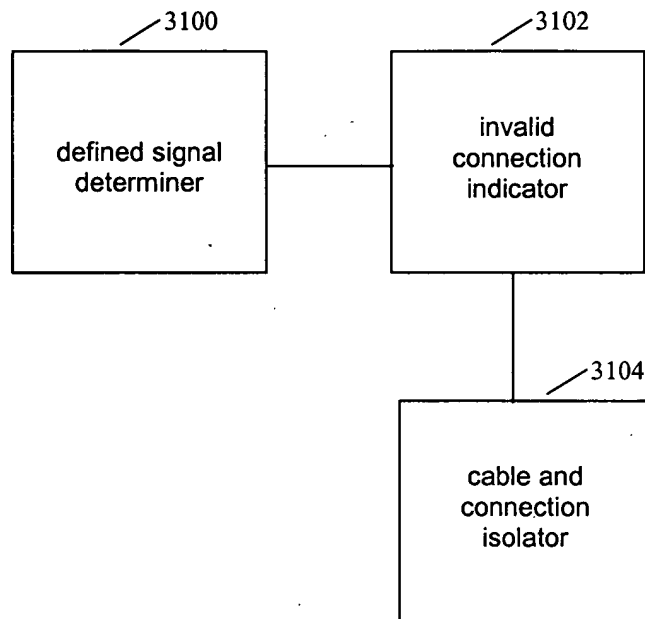


FIG. 31

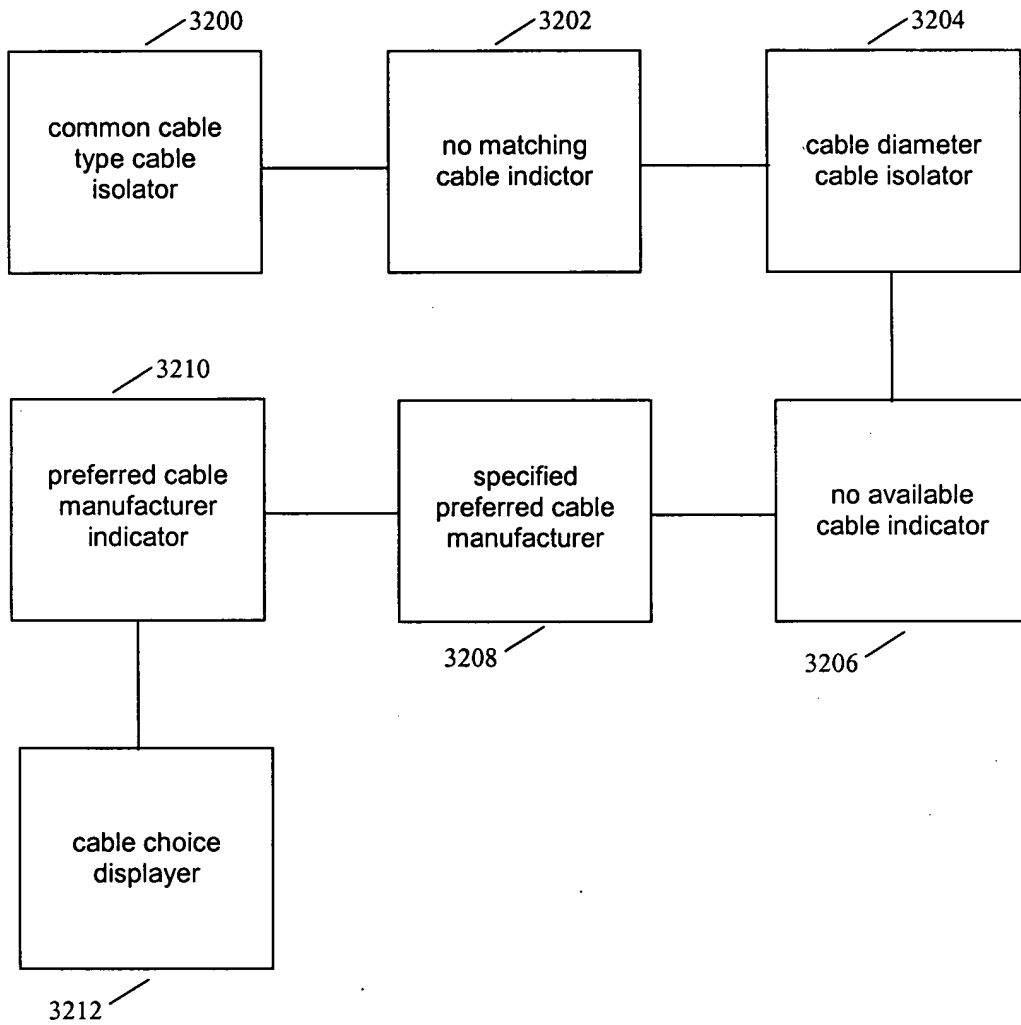


FIG. 32